## Amendments to the Claims

### Claims Listing

1. (Currently Amended)   Game software stored in information recording medium for ~~producing a game image to be displayed by locating text data read out of a memory on a predetermined position on said game image so as to proceed with a game by displaying said game image on a display,~~ displaying text data read out of a memory on a display as a part of a game image so as to proceed with a game, said game software comprising:

a text data file for storing text data to be used in said game image every each language;

said game software being a program through which a computer functions as the following means, comprising:

means for storing a kind of language to be used, for storing data of kind of language to be used in a memory, said data corresponding to language to be used in a game, selected by a player through input means;

means for producing a game image, for reading said corresponding text data of said kind of language out of said text data file on the basis of said kind of language shown by said data of kind of language to be used which is stored in said memory so as to display on a game image;

means for producing and displaying a language selection picture, for producing a language selection picture on which a plurality of selection operational images are displayed when inputting an instruction of language selection through said input means and for displaying said picture together with said game image, having said game image which has been displayed on said display as a background, a plurality of said selection operational images respectively corresponding to said languages selectable in said game and through which selectional operation can be executed by said input means;

said means for producing and displaying a language selection picture having means for computing and determining position to be displayed, for computing and determining a position to be displayed of said language selection picture such that at least a part of said text data displayed on said background of said language selection

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picture which has been displayed on said game image which said player is presently playing can be displayed so as to be confirmed on said display after displaying said language selection picture on said display when displaying said language selection picture together with said game image, and means for displaying language selection picture, for displaying said language selection picture at said position to be displayed which is computed and determined by said means for computing and determining position to be displayed;

means for judging provisionally selected language, for detecting a state of provisional selection of said selection operational image through said input means when displaying said language selection picture by said means for producing and displaying language selection picture;

means for displaying provisionally selected text data, for reading said text data of said language, on which said means for judging provisionally selected language judges provisional selection, out of said text data file, said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from one of said game image which has been displayed on said background of said language selection picture, and for displaying said language selection picture on which said provisionally selected selection operational image is displayed, said language selection picture being displayed at said position to be displayed which has been computed and determined by said means for producing and displaying a language selection picture, together with said game image for which text data have been switched into said provisionally selected language; and

means for determining language, for determining said state of provisional selection of said selection operational image through said input means, and for outputting said language, selection of which is determined, to said means for storing kind of language to be used as said data of kind of language to be used;

wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language.

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2. (Previously Presented)  The game software stored in information recording medium according to claim 1, wherein said game software is said program through which said computer further functions as means for interruption of game proceeding, for controlling in such a way that a proceeding of said game is interrupted keeping said game image being displayed on said display when inputting an instruction of language selection through said input means, and said proceeding of said game is restarted when said means for determining language determines said state of provisional selection of said selection operational picture through said input means and said language, selection of which is determined, is outputted to said means for storing kind of language to be used as said data of kind of language to be used.

3. (Previously Presented)  The game software stored in information recording medium according to claim 1, wherein said selection operational image of said language selection picture is an icon produced corresponding to said language to be used in said game.

4. (Cancelled)

5. (Currently Amended)  A game machine for producing a game image to be displayed by locating text data read out of a memory on a predetermined position on said game image so as to proceed with a game by displaying said game image on a display, ~~displaying text data read out of a memory on a display as a part of a game image so as to proceed with a game, said game machine~~ comprising:
a text data file for storing text data to be used in said game image every each language;
said game machine having the following means, comprising:
means for storing kind of language to be used, for storing data of kind of language to be used in a memory, said data corresponding to language to be used in a game, selected by a player through input means;
means for producing game image, for reading said corresponding text data of said kind of language out of said text data file on the basis of said kind of language

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shown by said data of kind of language to be used which is stored in said memory so as to display on a game image;

means for producing and displaying language selection picture, for producing a language selection picture on which a plurality of selection operational images are displayed when inputting an instruction of language selection through said input means and for displaying said picture together with said game image, having said game image which has been displayed on said display as a background, a plurality of said selection operational images respectively corresponding to said languages selectable in said game and through which selectional operation can be executed by said input means;

said means for producing and displaying language selection picture having means for computing and determining position to be displayed, for computing and determining a position to be displayed of said language selection picture such that at least a part of said text data displayed on said background of said language selection picture which has been displayed on said game image which said player is presently playing can be displayed so as to be confirmed on said display after displaying said language selection picture on said display when displaying said language selection picture together with said game image, and means for displaying language selection picture, for displaying said language selection picture at said position to be displayed which is computed and determined by said means for computing and determining position to be displayed;

means for judging provisionally selected language, for detecting a state of provisional selection of said selection operational image through said input means when displaying said language selection picture by said means for producing and displaying language selection picture;

means for displaying provisionally selected text data, for reading said text data of said language, on which said means for judging provisionally selected language judges provisional selection, out of said text data file, said text data corresponding to said game image displayed with said language selection picture, and for displaying said text data corresponding to said provisionally selected language switched from one of said game image which has been displayed on said background of said language selection picture,

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and for displaying said language selection picture on which said provisionally selected selection operational image is displayed, said language selection picture being displayed at said position to be displayed which has been computed and determined by said means for producing and displaying a language selection picture, together with said game image for which text data have been switched into said provisionally selected language; and

means for determining language, for determining said state of provisional selection of said selection operational image through said input means, and for outputting said language, selection of which is determined, to said means for storing kind of language to be used as said data of kind of language to be used;

wherein said player can confirm whether the provisionally selected language is proper by viewing text displayed on said background of said language selection picture along with said game image, wherein said text displayed on said background is switched into said provisionally selected language.

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